

FIG. 1

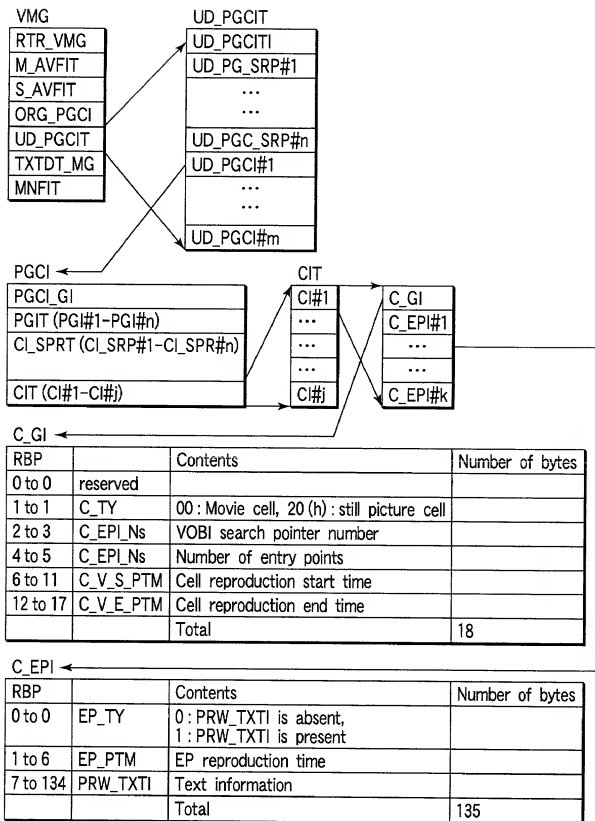
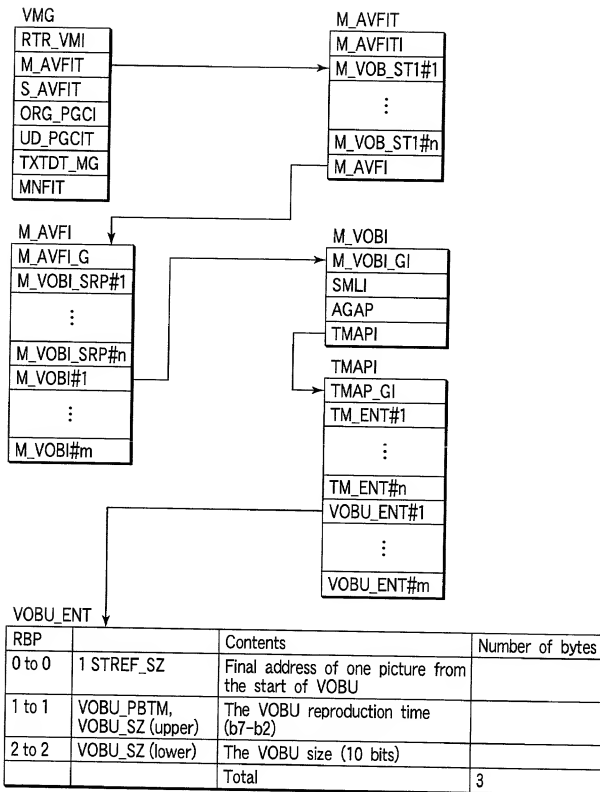


FIG.2

PGIT		PGI	
PGI #1	RBP		Contents
⋮	0 to 0	reserved	
PGI #m	1 to 1	PC_TY	00h : Erasable PG 80h : Unerasable PG
	2 to 3	c_Ns	Number of cells belonging to this PG
	4 to 131	PRM_TXTI	Mandatory text information
	132 to 133	IT_TXT_SRPN	Pointer number for text information
	134 to 141	REP_PICTI	Cell numbers with various representatives & pointer in the cell
		Total	142

FIG. 3



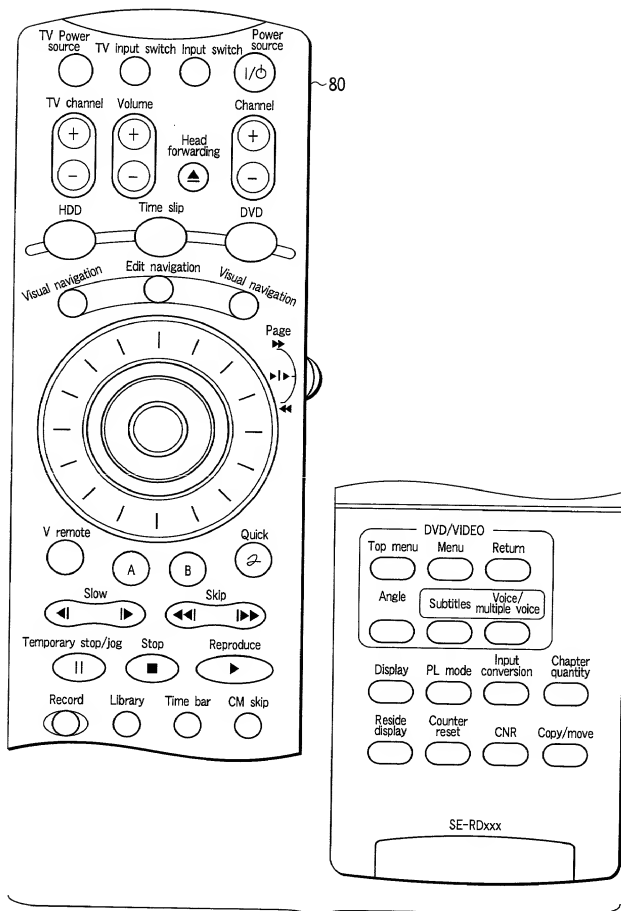


FIG. 5

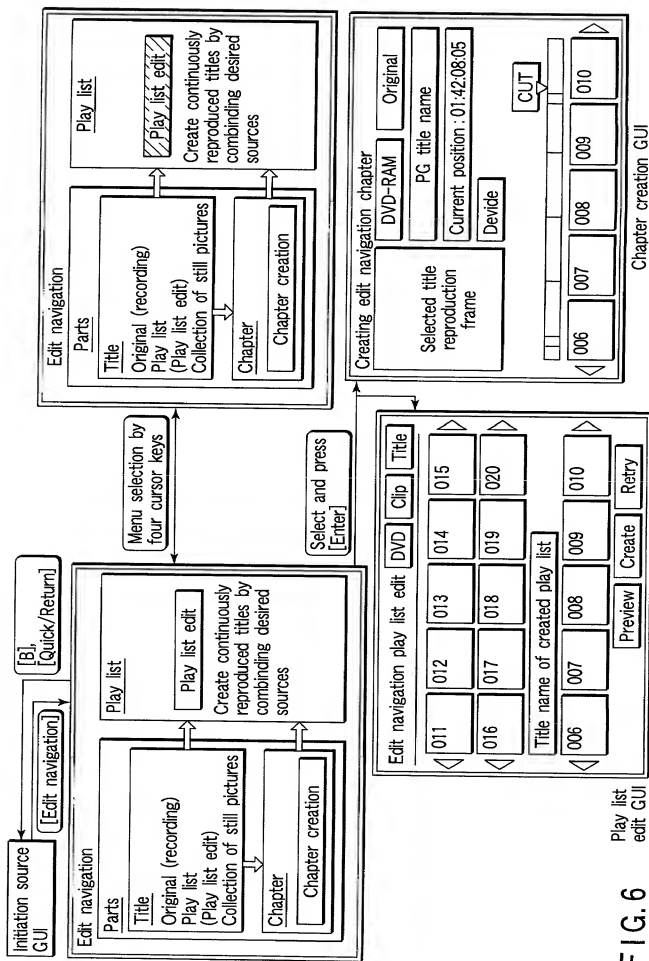
Play list
edit GUI

FIG. 6

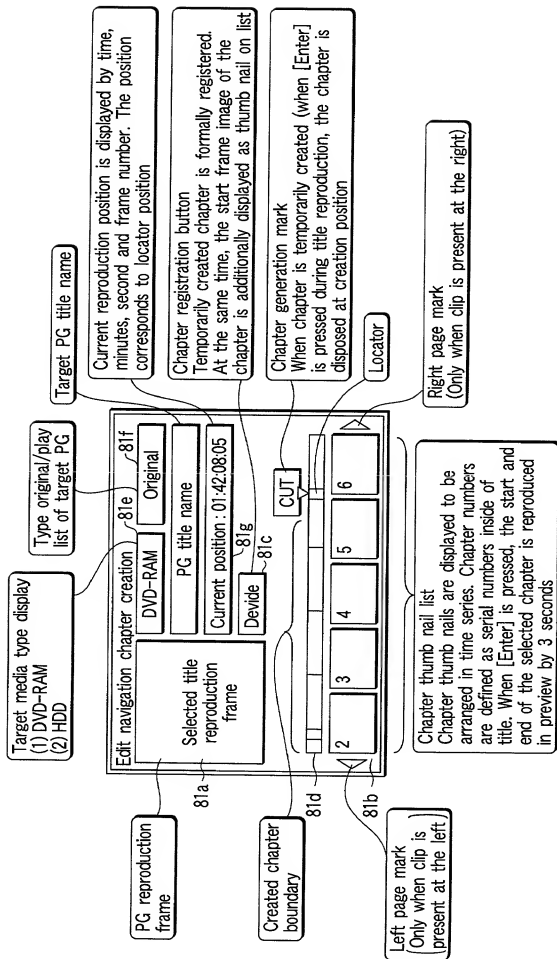


FIG. 7

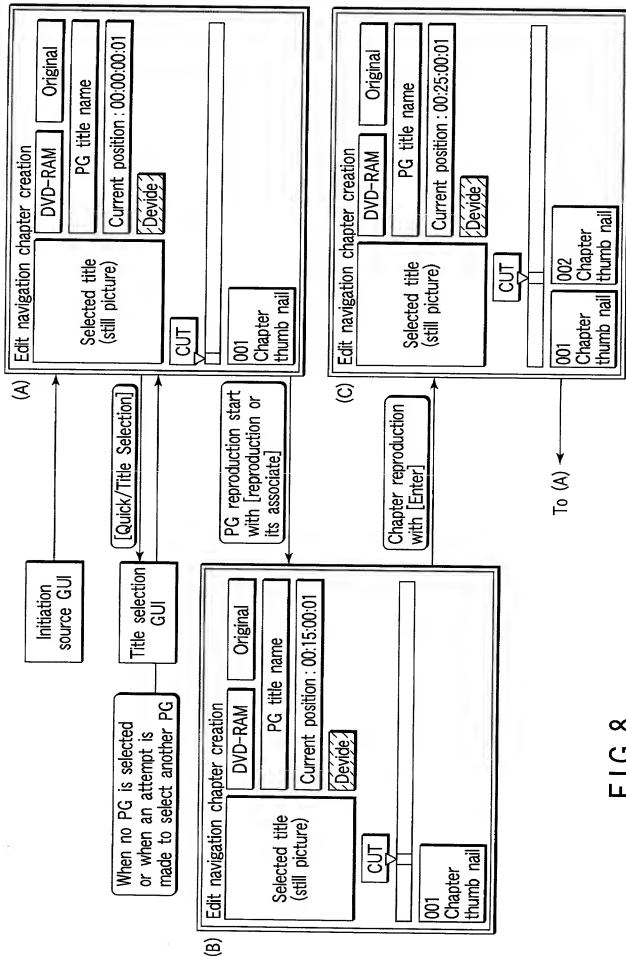


FIG. 8

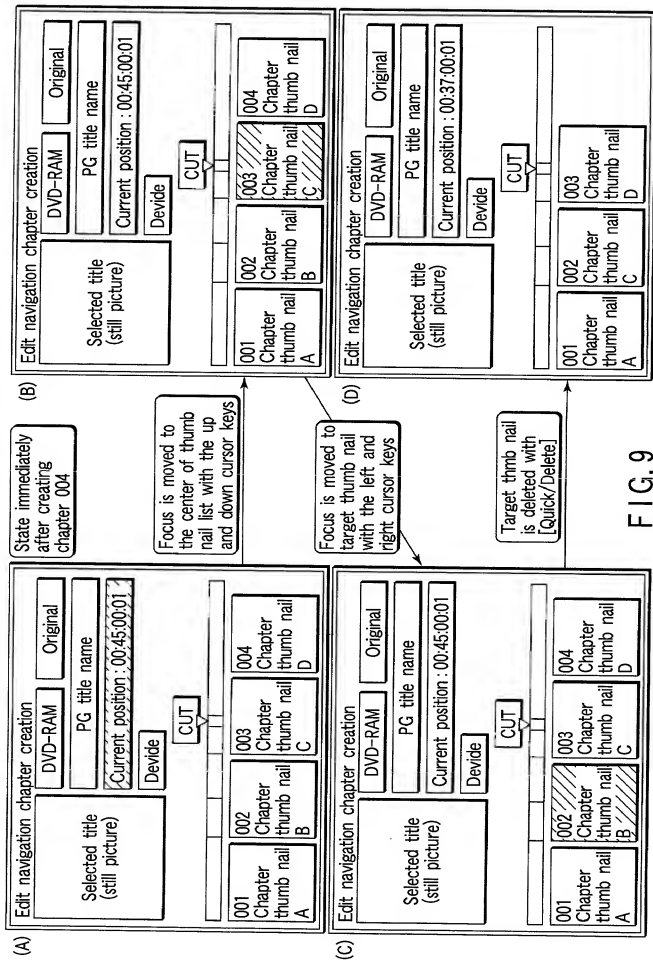


FIG. 9

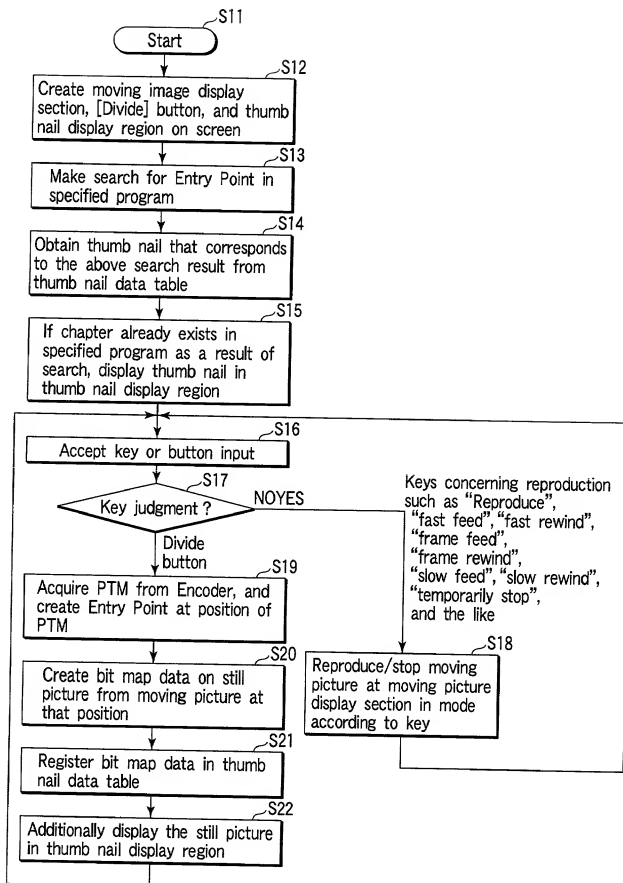


FIG. 10

Program #	Cell #	Entry Point #	Pointer for data on thumb nail 1
Program #	Cell #	Entry Point #	Pointer for data on thumb nail 2
Program #	Cell #	Entry Point #	Pointer for data on thumb nail 3
.....
.....
Program #	Cell #	Entry Point #	Pointer for data on thumb nail 999
Bit map data on thumb nail 1			
Bit map data on thumb nail 2			
Bit map data on thumb nail 3			
.....			
.....			
Bit map data on thumb nail 999			

FIG. 11

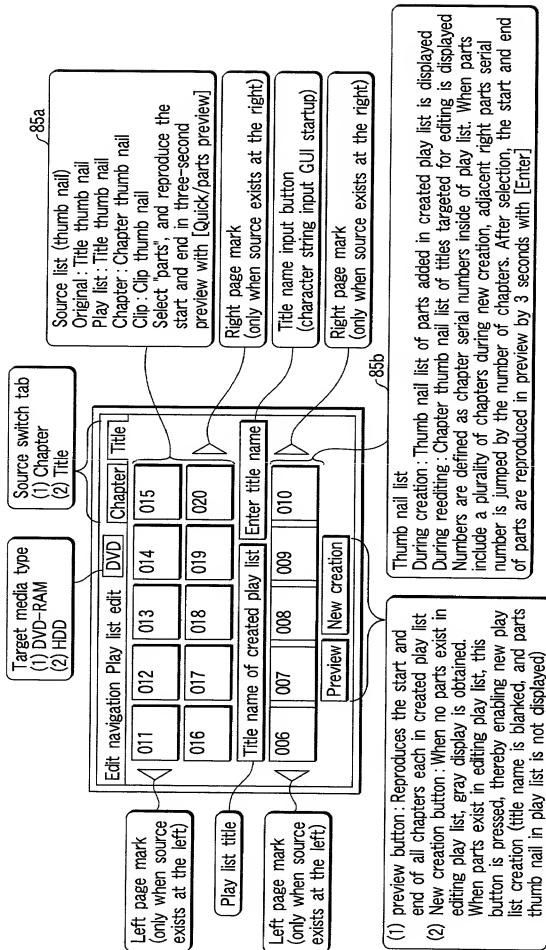
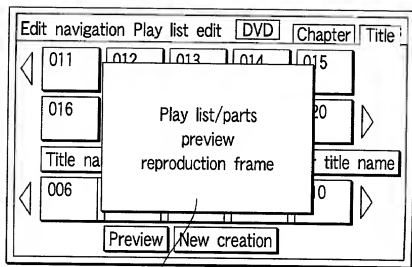


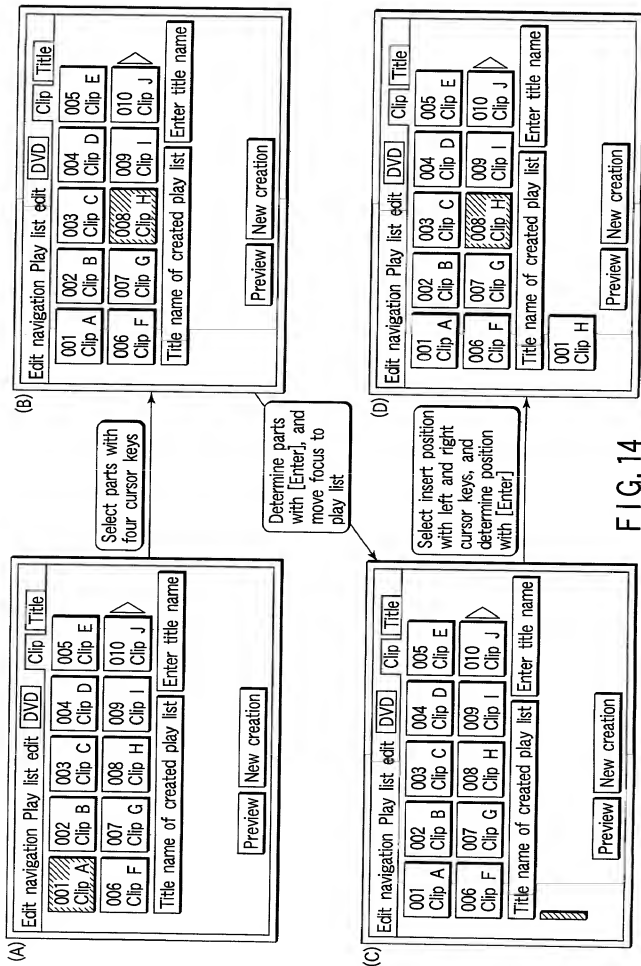
FIG. 12



Pop-Up window for carrying out preview reproduction of selected moving picture object (3 seconds at the start and end)

- (1) selected parts : From [Quick]
- (2) Incorporated parts : Select and press [Enter]
- (3) created play list : Press [Enter] after selecting preview button

FIG. 13



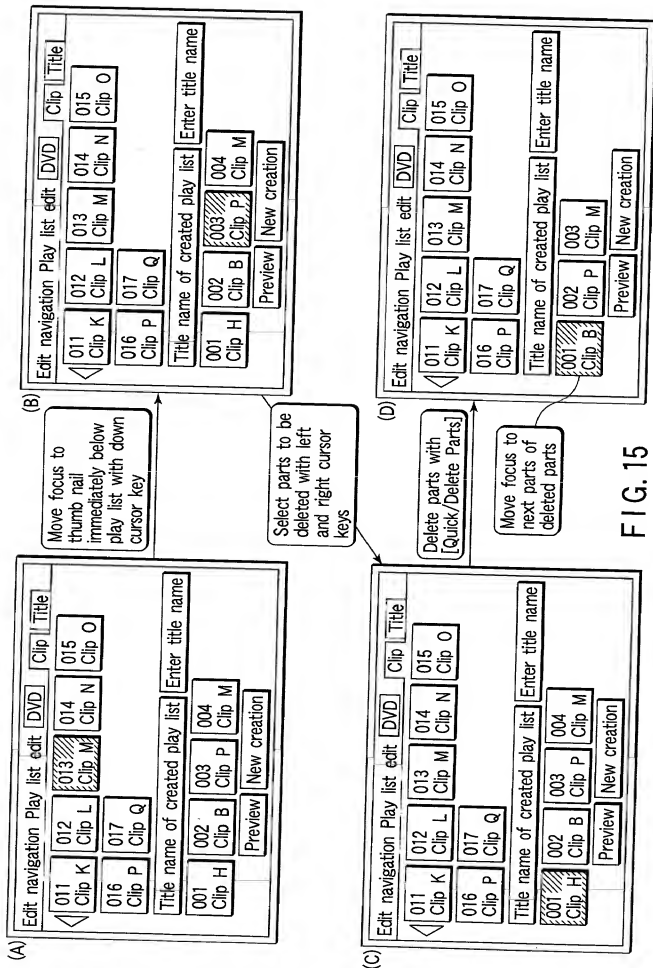


FIG. 15

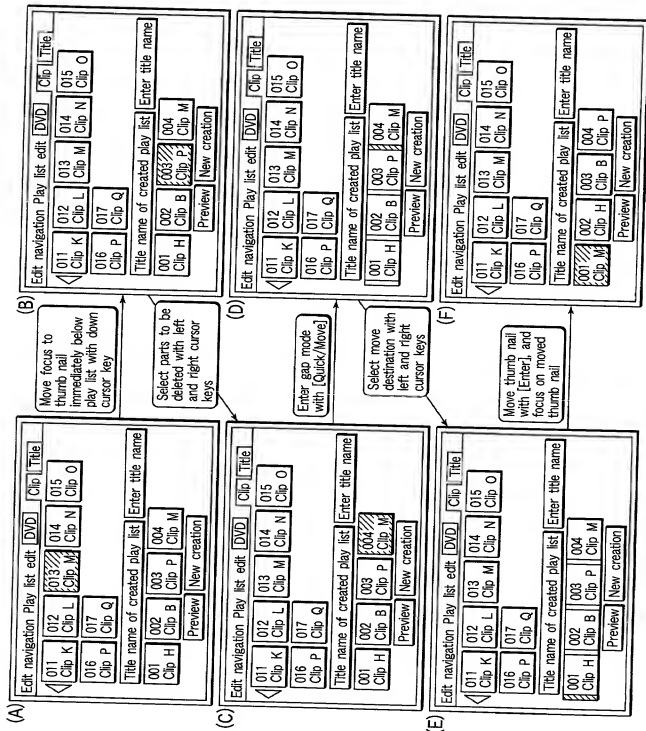


FIG. 16

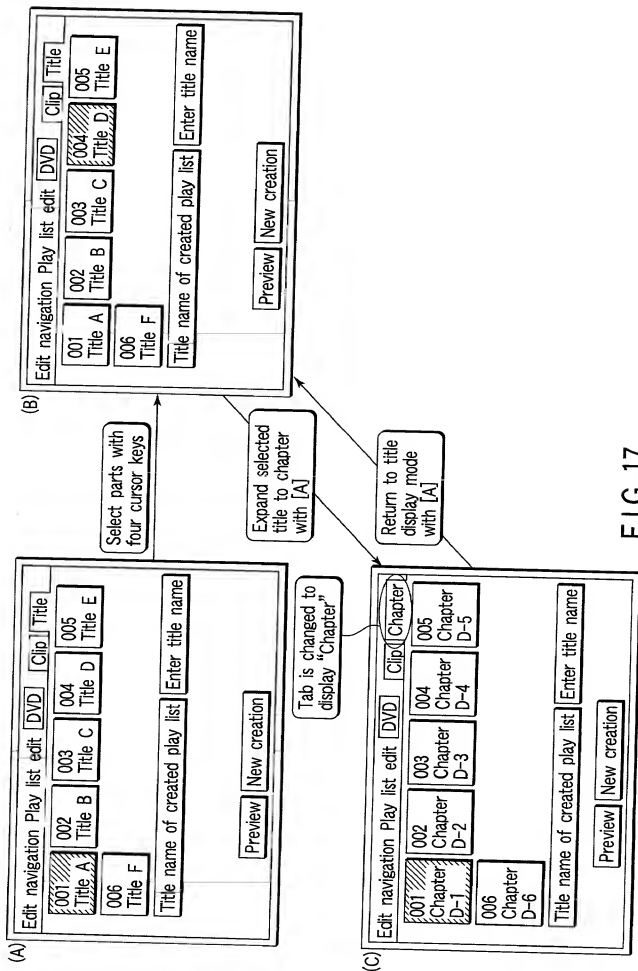


FIG. 17